



**ANIMATION MENTOR**®  
The Online Animation School®

CATALOG  
2017 -2018



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**ANIMATION MENTOR**®  
The Online Animation School®

# Welcome to Animation Mentor

Animation Mentor offers Animation classes and workshops taught by a team of over 100 working professionals from Pixar Animation Studios, DreamWorks Animation, Weta Digital, and Industrial Light & Magic to name a few.

It all starts with our world-class partnerships with animation professionals, studios, and software developers. These partnerships — along with our dedicated, industry-focused curriculum — help prepare you for a career in the animation industry. This is where you learn how to thrive in the studio production environment, using our state-of-the-art, patent-pending AMP™ studio production pipeline in tandem with professional studio workflows.

That's our story. Now get ready to tell yours.

See you on campus,  
Bobby Beck, Shawn Kelly, and Carlos Baena

Cofounders, Animation Mentor





A man in a dark suit and glasses is drawing a white unicorn on a yellow wall with a white marker. The unicorn is in the center of the frame, with its head and neck visible. The man is on the right side of the frame, looking up at the wall. The background is a yellow wall with some faint, illegible writing. The lighting is warm and focused on the drawing area.

# Our Mission

**Provide the most personal and fulfilling learning experience on the planet.**

In 2005, Animation Mentor was the first to offer a world-class animation education online. Today, more than ever, you can count on that same great experience with our proven mentorship educational model, a global campus that's always on, thousands of hours of educational content, and our commitment to providing you with the most personal and fulfilling learning experience on the planet ... all designed to help you — the filmmaker — reach your full creative potential.

## No Walls

Here, we have broken all boundaries and barriers to educational access. No longer are you required to turn your schedule upside down to be personally mentored by a professional animator. Animation Mentor brings top professionals who are currently working or have worked at nearly every major feature animation studio right into your home.

Regardless if you live in Madrid, Calcutta, Albuquerque — or anywhere in between — you suddenly have the same opportunity to learn animation or visual effects as those living next door to the hottest studios in the industry. Armed with a computer, a high-speed Internet connection, and a willingness to learn — you will have access to the best possible animation education with a click of the mouse.





## Our Founders

### Shawn Kelly

Shawn works as a senior animator at Industrial Light & Magic (ILM). He has worked on all three **Star Wars** prequels and animated for the **Transformers** franchise.

### Bobby Beck

Bobby has worked for Pixar Animation Studios, Tippett Studio, and Walt Disney Feature Animation. His animation credits include: **Finding Nemo**, **Monsters Inc.**, and **The Incredibles**.

### Carlos Baena

Carlos animated for the **Cars** franchise and **Toy Story 3** while at Pixar Animation Studios, and is currently working on new initiatives for the school.



# Our Mentors

## Aaron Hartline

*Pixar Animation Studios | Animation*

15 years experience as an animator for feature films

## Arslan Elver

*Industrial Light & Magic | Animation*

7 years experience in animation in feature films

## Alan Rogers

*Id Software | Animation*

13 years experience animating in feature films, games and other projects

## Andrew Park

*WETA | Animation*

6 years experience in animating in feature films

## Anthony Wong

*Pixar Animation Studios | Animation*

9 years experience in animation for feature films

## Boola Robello

*MPC. | Animation*

15 Years experience in animation and visual effects in feature films.

## Brian Mendenhall

*Tippett Studio | Animation*

10 years experience as a character animator and lead animator in feature films

## Brian Ward

*Contract Animator | Animation*

8 years experience as a character animator in feature films

## Chad Stewart

*Sony Pictures Animation | Animation*

20 years in animation and animation supervision for feature films

## Chris Mullins

*Tippett Studios | Animation*

16 years experience as an animator for feature films and other projects

## Dana Boadway Masson

*Killer Jelly Bean Studios | Animation*

12 years experience as an animator and in visual effects for feature films

## Dave Vallone

*Reel FX Studios | Animation*

11 years experience as an animator for feature films

## Dave Burgess

*DreamWorks Animation Studios | Animation*

30 years experience as an animator, supervisor and head of character animation in feature films and TV

## David Tart

*Contract Animator | Animation*

17 years experience animating and directing feature films and other projects

## David Weatherly

*DreamWorks Animation Studios | Animation*

12 years' experience as an animator and animation lead in feature films

## Derek Esparza

*Sony Imageworks | Animation*

30 years experience as an animator, supervisor and head of character animation in feature films and TV

## Don Kim

*Nelvana Studios | Animation*

17 years experience as a character animator, supervision and direction in feature films and other projects

## Drew Adams

*DreamWorks Animation Studios | Animation*

12 years experience in animation for feature films

## Elliot Roberts

*Industrial Light & Magic | Animation*

9 years experience in animation for feature films

## Erik Morgansen

*Industrial Light & Magic | Animation*

18 years experience in character animation, senior animator & lead animator in feature films & other projects

## Ethan Hurd

*Disney Toons | Animation*

15 years experience in animation for feature films

## Greg Kyle

*Laika | Animation*

17 years experience in animation for feature films and games

## Greg Whittaker

*DreamWorks Animation Studios | Animation*

18 years experience in animation for feature films

## James Chiang

*Contract Animator | Animation*

8 years experience animating and directing feature films and other projects

## Jane Stewart

*Pixar Animation Studios | Animation*

3 years experience animating films

## Jason Martinsen

*Sony Pictures Imageworks | Animation*

11 years experience in animation for feature films

## Jason Taylor

*Little Zoo Studios | Animation*

10 years experience in animation for feature films

## Jay Davis

*Contract Animator | Animation*

18 years experience in animation for feature films

## Jay Jackson

*Renegade Animation | Animation*

20 years experience in animation and animation supervision for feature films and TV

## Jean-Denis Haas

*Industrial Light & Magic | Animation*

9 years experience in animation for feature films

## Jeff Joe

*DreamWorks Animation Studios | Animation*

5 years experience in animation for feature films

## Joe Antonuccio

*Blue Sky Studios | Animation*

12 years experience in feature films and consulting

## Jon Collins

*Blizzard Entertainment | Animation*

10 years experience in animation for feature films

## John Nguyen

*Disney Animation Studios | Animation*

9 years experience animating, lead animating in feature films

## Jude Brownbill

*Pixar Animation Studios | Animation*

10 years experience animating films and TV

## Keith Sintay

*Industrial Light & Magic | Animation*

18 years experience as an animator and in visual effects for feature films

## Kevin Andrus

*DreamWorks Animation Studios | Animation*

7 years experience as a character animator in feature films.

## Kevin Koch

*Sony | Animation*

15 years experience in animation and animation supervision for feature films and documentaries

## Leigh Rens

*WETA Digital Animator | Animation*

13 years experience as an animator and in visual effects for feature films

## Marek Kochout

*DreamWorks Animation Studios | Animation*

20 years experience in animation and supervision for TV and feature films

## Martin Hopkins

*DreamWorks Animation Studios | Animation*

18 years experience as an animator for feature films

## Mathew Rees

*Aardman Animations | Animation*

6 years experience in animating games, short films, and commercials



## **Matt Garward**

**LucasArts | Animation**

7 years experience in character animation in feature films and games

## **Mike Amos**

**DreamWorks Animation | Animation**

5 years experience in animation for feature films

## **Michelle Meeker**

**Contract Animator | Animation**

18 years experience in animation for feature films, storyboarding and other projects

## **Mike Stern**

**Pixar Animation Studios | Animation**

6 years experience in animation for feature films

## **Nate Wall**

**DreamWorks Animation Studios | Animation**

5 years experience animating in feature films

## **Nayoun Charoenchai**

**DreamWorks Animation Studios | Animation**

5 years experience animating in feature films

## **Nick Bruno**

**Blue Sky Studios | Animation**

7 years experience in animation for feature films

## **Nicole Herr**

**Contract Animator | Animation**

9 years experience in animation and animation supervision for feature films

## **Paul Allen**

**Terminal Reality | Animation**

15 years experience in animation for games and feature films

## **Peter Kelly**

**Industrial Light & Magic | Animation**

5 years experience and an animator and digital artist in feature films

## **Ray Chase**

**Reel FX Studios | Animation**

12 years experience in animation, visual effects for TV, gaming and feature films

## **Ray Ross**

**Blue Sky Studios | Animation**

14 years experience animating and as a lead animator in games, TV, and feature films

## **Richard Fournier**

**Blue Sky Studios | Animation**

8 years experience as a character animator

## **Ryan Bradley**

**Tippett Studios | Animation**

12 years experience in animation in feature films

## **Scott Lemmer**

**DreamWorks Animation Studios | Animation**

11 years experience in animation and visual effect for feature films and TV

## **Sean Sexton**

**DreamWorks Animation Studios | Animation**

14 years experience as an animator and a supervisor in feature films

## **Shaun Freeman**

**WETA | Animation**

9 years experience in animation for feature films, games and TV

## **Steve Cady**

**Hybride VFX Studio | Animation**

12 years experience in animation for feature films

## **Steve Cunningham**

**DreamWorks Animation Studios | Animation**

18 years experience in animation for feature films

## **Victor Navone**

**Pixar Animation Studios | Animation**

13 years experience in animation and visual effects for feature films





# Admissions Process and Policies

**Note:** The Admissions Process and Policies apply to our Animation Program.

## The Admissions Process

- Students must complete an admissions application online at [registration.animationmentor.com](https://registration.animationmentor.com).
- Please allocate 10-15 minutes to complete the application.

### Important Notes:

- To be considered for acceptance into Animation Mentor, students must complete the admissions application
- Be at least 18 years of age
- Understand conversational English
- Students must also meet all minimum equipment and supply requirements

## Enrollment

### Important Notes:

- Class space is limited.
- Students will be enrolled on a first-come, first-serve basis based on class availability. Registration opens approximately 9 weeks prior to the term start. Register early to secure your preferred section day and time.

### Notice Concerning Transferability of Credits and Credentials Earned at Animation Mentor

- The transferability of credits you earn at Animation Mentor is at the complete discretion of an institution to which you may seek to transfer.
- Acceptance of the certificate of completion you earn in any Animation Mentor offering is also at the complete discretion of the institution to which you may seek to transfer.
- If the certificate of completion that you earn at this institution is not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending Animation Mentor to determine if your credits or certificate of completion will transfer.



## Student's Right to Cancel

- A student has the right to cancel his or her Enrollment Agreement, without any penalty or obligations during the Cancellation Period.
  - The Cancellation Period is outlined in your Enrollment Agreement as any time prior to your first scheduled class.
  - After the end of the Cancellation Period, students also have the right to withdraw from school at any time (see the Withdrawal Section).
  - Cancellation may occur when the student provides a written notice of cancellation by submitting a [support request on the Support Portal](#).
- If the Enrollment Agreement is cancelled prior the student's first scheduled class, the student has the option to HOLD or REFUND his or her funds paid to date.
  - **HOLD:** The school will HOLD all money the student has paid to date
  - **REFUND:** The school will charge all non-refundable fees and then REFUND the remaining money paid to date
- The REFUND will be paid within 45 days of receipt of the student's notice to cancel.

## Withdrawal from the Program

**Note:** Withdrawal Policy may differ per Animation Mentor offering.

- Students may withdraw from Animation Mentor at any time after the Cancellation Period (described above) by filling out a "[Withdraw from Class](#)" form.
- After the expiration of the Cancellation Period, tuition and fees are non-refundable.
- Any money the student has paid will be pro-rated and held on account for use by the student within the next two future Terms offered.
- Holds will be pro-rated according to the number of class Sessions attended by the student.
- Students will not be entitled to a HOLD after the completion of 60% of any individual class (Wednesday - 7th Week of the Term).
- Held funds that are not used within the next two future Terms offered, are no longer redeemable.

## Dismissal Policy

The institution may terminate a student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations of the institution; accruing absences in excess of maximum set forth by the institution; and/or failure to meet financial obligations to the school.



# Animation Mentor Policies and Procedures

## Administrative Offices

Animation Mentor is headquartered at 5900 Hollis Street, Suite N, Emeryville, California. Normal business hours are Monday through Friday, 9:00am – 5:00pm Pacific Time.

## Holiday Schedule

While the online aspect of the school is available to students 24 hours a day, the Animation Mentor administrative offices observe and are closed on the following days:

### 2017

- Martin Luther King Day - Monday, January 16, 2017
- President's Day - Monday, February 20, 2017
- Spring Holiday - Friday, April 14, 2017
- Memorial Day - Monday, May 29, 2017
- Independence Day - Tuesday, July 4, 2017
- Labor Day - Monday, September 4, 2017
- Thanksgiving Day - Thursday, November 23, 2017
- Friday after Thanksgiving - Friday, November 24, 2017
- Christmas Holidays - Monday & Tuesday, December 25, 2017 - December 26, 2017
- New Year's Holidays - Friday & Monday, December 29, 2017 - January 1, 2017

### 2018

- Martin Luther King Day - Monday, January 15, 2018
- President's Day - Monday, February 19, 2018
- Spring Holiday - Friday, April 13, 2018
- Memorial Day - Monday, May 28, 2018
- Independence Day - Wednesday, July 4, 2018
- Labor Day - Monday, September 3, 2018
- Thanksgiving Day - Thursday, November 22, 2018
- Friday after Thanksgiving - Friday, November 23, 2018
- Christmas Holidays - Monday & Tuesday, December 24, 2018 - December 25, 2018
- New Year's Holidays - Monday & Tuesday, December 31, 2018 - January 1, 2019

Please visit the [Academic Calendar](#) for in depth information on holidays, registration, and payment deadlines.



## Attendance

- Students will be able to access the lectures on their own time at their convenience.
- Each session lecture is viewable an unlimited amount of times after its initial debut until the end of class.
- Students are expected to view the lecture, complete the assignment, and upload it by the allotted due date.

### Important Notes:

- Each weekly assignment is due no later than 12:00 p.m. Pacific Time on Sunday of every week.
- New weekly sessions begin on Sunday at 12:00 p.m. Pacific Time.
- Mentor feedback is typically given by the Wednesday of the following week. Attendance in the live Q&A will give students the personal touch of meeting their mentor and fellow students “face-to-face.” The live Q&A will take place once each week.

## Vacation Policy

If you are planning to miss a Q&A or an assignment, alert and work with your mentor directly regarding any school work. We do not advise taking a vacation during a term.

## Student Progress Monitoring Policy

Animation Mentor notifies individual students of their academic progress through the provision of grades at the conclusion of each class which is a week in length.

## Grades

- Students are expected to upload their weekly class session assignments no later than 12:00 p.m. Pacific Time on Sunday for grading.
- Failure to submit an assignment on time will result in one (1) full letter grade off up to one (1) week; thereafter the student will receive a failing grade for that session. A student's final grade for each class will be a composite of all of the class session assignment grades for that class.

**Note:** Policy extends to all Animation Mentor offerings. (Workshops not included)

### Minimum Grade Point Average (GPA)

- To graduate, a student must complete each class requirement with a grade average of “C” or better.
- Students who fail to achieve a “C” in a class will be required to retake that class to raise their GPA.
- If a student does not raise their GPA in his or her retake, he or she may be terminated.

**Note:** Policy extends to all Animation Mentor offerings. (Workshops not included)





## Student Complaint Procedures

A student may lodge a complaint directly with Animation Mentor by communicating orally or in writing to any teacher (mentor), administrator, or counselor. The recipient of the complaint shall transmit it as soon as possible to the School Director to resolve complaints. If the student orally delivers the complaint and the complaint is not resolved either within a reasonable period or before the student again complains about the same matter, Animation Mentor shall advise the student that a complaint must be submitted in writing and shall provide the student with this written summary of Animation Mentor's complaint procedures.

If the student complains in writing, Animation Mentor shall, within 10 days of receiving the complaint, provide the student with a written response, including a summary of Animation Mentor's investigation and deposition of the student's complaint. If the complaint or relief requested by the student is rejected, the response will include the reasons for the rejection. The student's participation in the complaint procedure and the deposition of the student's complaint shall not limit or waive any of the student's rights or remedies. Any document signed by the student that purports to limit or waive the student's rights and remedies is void.

**Note:** Policy extends to all Animation Mentor offerings.

## Visa Services

No student visa services will be provided at this time.

## A Message from the School Administration

Prospective students are encouraged to visit the school's website, [www.animationmentor.com](http://www.animationmentor.com), and to discuss personal educational and occupational plans with the school's personnel prior to enrolling or Terms and Conditions agreements.

Animation Mentor currently does not have available sponsored programs, government or otherwise, to provide grants or to pay for portions of tuition and fees.

Animation Mentor has never filed for bankruptcy protection, operated as a debtor in possession, or had a petition of bankruptcy filed against it under Federal law.

### Additional Rules of Operation and Student Conduct Policy

All students are required to conduct themselves in accordance with Animation Mentor's additional rules of operation and student conduct policy set forth in the Term of Use Agreement that is contained in Animation Mentor's Enrollment Agreement.

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement.



# Character Animation Courses

12-week classes

## AN01 Animation Basics

In Animation Basics, you'll go beyond software to learn how to realistically convey weight, motion and follow through – critical skills on your journey to become a character animator. You'll start the course by learning how to animate a bouncing ball, and then evolve that bouncing ball through the creation of both “vanilla” and “personality” walk cycles.

## AN02 Body Mechanics

In Body Mechanics, dive deep into the physicality of animating full body walks on both human and animal characters with our Stella and Sloan rigs. Begin by honing your observational skills and understanding of human and animal anatomy. Once you understand the source of realistic motion, you are ready to learn how timing and spacing choices can take your animation from realistic to stylized. Finally, finish class with workflow tips on how to add polish and shine to your animation.

**Prerequisites:** AN01 or Advanced Placement

## AN03 Advanced Body Mechanics

In Advanced Body Mechanics, build on your learning from previous classes to animate increasingly physical shots with your characters. Pick a character and create your own sequence, using cuts to help tell your story. Whether you want to send your character barreling through a wall or jumping out of a plane, Advanced Body Mechanics will teach you the necessary skills to animate physicality and body mechanics believably.

**Prerequisites:** AN02 or Advanced Placement

## AN04 Introduction to Acting

In Introduction to Acting, you tackle two of the most challenging aspects of character animation: pantomime acting and animating dialogue. Through pantomime acting, you'll learn to show the audience the character's emotion without narration or dialogue. Advance to the most exciting concept in character animation: dialogue acting. In this class, you'll learn how to use subtlety and subtext to add complexity and depth to your characters.

**Prerequisites:** Either AN03 or AN03a, or Advanced Placement

### Time Breakdown By Hours:

<b>Teaching Material</b> (Lectures, Mentor Q&As, eCritiques, etc.)	<b>27 hours</b>
<b>Special Events</b> (Guest Lectures and Movie Q&As, etc.)	<b>5 hours</b>
<b>Support</b> (Office Hours, Community Q&As, etc.)	<b>10 hours</b>
<b>Resources</b> (Special Video and General Training, etc.):	<b>10 hours</b>

**Total Clock Hours:** **52 hours**  
**Estimated Homework:** **120 hours**

### Time Breakdown By Hours:

<b>Teaching Material</b> (Lectures, Mentor Q&As, eCritiques, etc.)	<b>27 hours</b>
<b>Special Events</b> (Guest Lectures and Movie Q&As, etc.)	<b>5 hours</b>
<b>Support</b> (Office Hours, Community Q&As, etc.)	<b>10 hours</b>
<b>Resources</b> (Special Video and General Training, etc.):	<b>10 hours</b>

**Total Clock Hours:** **52 hours**  
**Estimated Homework:** **120 hours**

### Time Breakdown By Hours:

<b>Teaching Material</b> (Lectures, Mentor Q&As, eCritiques, etc.)	<b>27 hours</b>
<b>Special Events</b> (Guest Lectures and Movie Q&As, etc.)	<b>5 hours</b>
<b>Support</b> (Office Hours, Community Q&As, etc.)	<b>10 hours</b>
<b>Resources</b> (Special Video and General Training, etc.):	<b>10 hours</b>

**Total Clock Hours:** **52 hours**  
**Estimated Homework:** **240 hours**

### Time Breakdown By Hours:

<b>Teaching Material</b> (Lectures, Mentor Q&As, eCritiques, etc.)	<b>27 hours</b>
<b>Special Events</b> (Guest Lectures and Movie Q&As, etc.)	<b>5 hours</b>
<b>Support</b> (Office Hours, Community Q&As, etc.)	<b>10 hours</b>
<b>Resources</b> (Special Video and General Training, etc.):	<b>10 hours</b>

**Total Clock Hours:** **52 hours**  
**Estimated Homework:** **300 hours**



# Character Animation Courses

12-week classes

## AN05 Advanced Acting

In Advanced Acting, you get your first taste of how to plan and execute your animation in a studio production environment. You'll learn to create shots that cut together correctly, staging your acting in the best way to support the overall story or character arc. Your assignments will focus on two-person dialogue shots and you'll learn how to find the balance of giving each character life without losing the focus on the core beats of your shot.

**Prerequisites:** AN04

### Time Breakdown By Hours:

<b>Teaching Material</b> (Lectures, Mentor Q&As, eCritiques, etc.)	<b>34 hours</b>
<b>Special Events</b> (Guest Lectures and Movie Q&As, etc.)	<b>5 hours</b>
<b>Support</b> (Office Hours, Community Q&As, etc.)	<b>10 hours</b>
<b>Resources</b> (Special Video and General Training, etc.):	<b>10 hours</b>

**Total Clock Hours:** 59 hours  
**Estimated Homework:** 300 hours

## AN06 Polishing and Portfolio

Take what you learned in your previous courses and apply it to your best shots. In this course, you'll produce at least 15 seconds of polished animation for your demo reel. Learn the best practices for what to include and what not to include on your demo reel, and get valuable insights into the hiring process at top animation studios. Earn your diploma in Advanced Studies in Character Animation at the completion of this course!

**Prerequisites:** AN05 or AN05A

### Time Breakdown By Hours:

<b>Teaching Material</b> (Lectures, Mentor Q&As, eCritiques, etc.)	<b>36 hours</b>
<b>Special Events</b> (Guest Lectures and Movie Q&As, etc.)	<b>5 hours</b>
<b>Support</b> (Office Hours, Community Q&As, etc.)	<b>10 hours</b>
<b>Resources</b> (Special Video and General Training, etc.):	<b>10 hours</b>

**Total Clock Hours:** 61 hours  
**Estimated Homework:** 300 hours

# Creature Animation Courses

12-week classes

## WCL01 Creature Animation: Locomotion

Start your concentration on animal and creature animation by learning the fundamentals of what makes them unique. Apply those principles by animating an animal locomotion/behavior shot. You will learn the dynamics of creature locomotion.

### Time Breakdown By Hours:

<b>Teaching Material</b> (Lectures, Mentor Q&As, eCritiques, etc.)	<b>27 hours</b>
<b>Special Events</b> (Guest Lectures and Movie Q&As, etc.)	<b>5 hours</b>
<b>Support</b> (Office Hours, Community Q&As, etc.)	<b>10 hours</b>
<b>Resources</b> (Special Video and General Training, etc.):	<b>10 hours</b>

**Total Clock Hours:** 52 hours  
**Estimated Homework:** 120 hours

## WCF01 Creature Animation: Fight or Flight

Pack a punch and push yourself further as an animator than you thought possible. Animate with two characters interacting and integrate with a live-action plate. Learn what makes a good action sequence, with tips on planning and pacing physical animation — and learn how to work effectively with live-action footage. You will also learn to conceptualize and pitch an action sequence with live-action footage.

### Time Breakdown By Hours:

<b>Teaching Material</b> (Lectures, Mentor Q&As, eCritiques, etc.)	<b>27 hours</b>
<b>Special Events</b> (Guest Lectures and Movie Q&As, etc.)	<b>5 hours</b>
<b>Support</b> (Office Hours, Community Q&As, etc.)	<b>10 hours</b>
<b>Resources</b> (Special Video and General Training, etc.)	<b>10 hours</b>

**Total Clock Hours:** 52 hours  
**Estimated Homework:** 240 hours



# Workshops

6-week classes

## WMAYA01

### Maya Workshop: Animation Basics

Maya workshop is designed for beginning animators and will introduce Maya software directing student learning on the specific tools used in character animation. After completing the workshop, students will have the foundational knowledge of Maya to continue your journey of bringing performances to life as a character animator!

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	19.5 hours
Special Events (Guest Lectures and Movie Q&As, etc.)	3 hours
Resources (Special Video and General Training, etc.)	10 hours

**Total Clock Hours:** 32.5 hours

**Estimated Homework:** 30 hours

## WSBOARD01

### Storyboarding Fundamentals

Understand the foundation techniques for staging, clarity, emotion and other fundamental principles for telling stories visually. This will be done by studying film and TV examples and breaking down what works and why. Then through weekly assignments you will storyboard situational story moments. And ultimately, you will create a simple short story and board it to completion.

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	6 hours
Special Events (Guest Lectures and Movie Q&As, etc.)	3 hours
Resources (Special Video and General Training, etc.)	10 hours

**Total Clock Hours:** 33 hours

**Estimated Homework:** 30 hours

## WTOON01

### Cartoony Animation for 3D Animators

In this workshop you will expand your visual vocabulary and give yourself the tools you need to improve your ability to pose, plan, experiment and learn. You begin with hand-drawn master studies of great animation, which will teach you cartoony tricks that are most efficiently absorbed via drawing. Finally, you will create a simple cartoony animation following the traditional workflow, and when done re-create that animation, and workflow on a 3D character.

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	6 hours
Special Events (Guest Lectures and Movie Q&As, etc.)	3 hours
Resources (Special Video and General Training, etc.)	10 hours

**Total Clock Hours:** 33 hours

**Estimated Homework:** 30 hours

## WGA01

### Game Animation Fundamentals

In our six-week long Game Animation workshop you'll learn the basics of what it takes to be a successful animator within the games industry. From game animation techniques, to games specific concepts, all the way through in-engine integration within Unreal Engine 4, you'll finish with a good foundation of what it means to be a games animator. This workshop includes two game ready biped character rigs, live animation demos, game animation assignments, and recorded critiques to help you improve.

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	6 hours
Special Events (Guest Lectures and Movie Q&As, etc.)	3 hours
Resources (Special Video and General Training, etc.)	10 hours

**Total Clock Hours:** 33 hours

**Estimated Homework:** 30 hours

## WGA02

### Game Animation Combat Attacks

In our six-week long Game Animation Combat Attacks workshop you'll learn how to create an effective and engaging combat fight sequence. Using a workflow of Maya to Unreal Engine 4, you'll get a hands on education on the game studio experience. This workshop includes three game ready biped character rigs, live animation demos, game animation assignments, and recorded critiques to help you improve.

#### Time Breakdown By Hours:

Teaching Material (Lectures, Mentor Q&As, eCritiques, etc.)	6 hours
Special Events (Guest Lectures and Movie Q&As, etc.)	3 hours
Resources (Special Video and General Training, etc.)	10 hours

**Total Clock Hours:** 33 hours

**Estimated Homework:** 30 hours





## Appendix A: Schedule

Term	Application Due	Registration Opens	Tuition Due	Term Starts
Winter 2017	October 28, 2017	October 17, 2016	December 9, 2016	January 2, 2017
Spring 2017	February 3, 2017	January 23, 2017	March 17, 2017	March 27, 2017
Summer 2017	April 28, 2017	April 17, 2017	June 9, 2017	June 26, 2017
Fall 2017	July 30, 2017	July 17, 2017	September 8, 2017	September 25, 2017
Winter 2018	October 27, 2017	October 16, 2017	December 8, 2017	January 2, 2018
Spring 2018	February 2, 2018	January 22, 2018	March 16, 2018	March 28, 2018
Summer 2018	April 27, 2018	April 16, 2018	June 8, 2018	June 25, 2018
Fall 2018	July 29, 2018	July 16, 2018	September 7, 2018	September 24, 2018



## Appendix B: 2017-2018 Tuition

Animation Program	Price Per Class Every 12 weeks	Payment Plan* See Below
<b>Character Animation Program</b>		
Class 01: Animation Basics	\$2,499	\$625 x 4
Class 02: Body Mechanics	\$2,499	\$625 x 4
Class 03: Advanced Body Mechanics or Advanced Body Mechanics - Pro	\$2,499	\$625 x 4
Class 04: Introduction to Acting	\$2,499	\$625 x 4
Class 05: Advanced Acting	\$2,499	\$625 x 4
Class 06: Polishing and Portfolio	\$2,499	\$625 x 4
<b>Creature Animation</b>		
Creature Animation: Locomotion	\$2,499	\$625 x 4
Creature Animation: Fight or Flight	\$2,499	\$625 x 4
<b>Workshops</b>		
Maya Workshop: Animation Basics	\$699	
Storyboarding Fundamentals	\$899	
Cartoony Animation for 3D Animators	\$899	
Game Animation Fundamentals	\$899	
Game Animation Combat Attacks	\$899	

### Important Notes for All Courses:

- Terms and Conditions Apply.
- All classes have a non-refundable \$100 registration fee (included in the above prices)
- The Payment Plan option for the \$2,499 classes is available to qualified students and requires an initial down payment of \$624 and 3 payments of \$625
- Please submit a request with the subject line "Payment Plans" for more info on how to qualify for a payment plan. Please note - you must be approved for a payment plan each term, approval does not roll over automatically



## Computer System Requirements

Because we are an online school, you must have a computer with an Internet connection and webcam. The webcam allows you to capture images from your sketchbook, record video reference, and participate in class with your mentor and other students. Detailed computer system requirements include:

### Windows

- Microsoft Windows 7 (SP1), Windows 8, Windows 8.1, or Windows 10
- Hardware no older than 3 years recommended

### Mac

- Mac OS X with an Intel Processor
- 10.8.5 (Mountain Lion), 10.9.x (Mavericks), or 10.10.x (Yosemite)

## Hardware Requirements

- Three button mouse
- Headset with microphone
- Webcam
- 4 GB of RAM (8GB recommended)
- 64-bit Intel or AMD multi-core processor
- 4GB of free disk space for installing Maya

If you're unsure that your system meets the required hardware to run Maya, please make sure to look at the **Maya system requirements** (We recommend matching the Maya 2016 requirements despite requiring students to use Maya 2015. This is to ensure that when Maya 2016 is supported, your system will be able to run it) as well as **Autodesk's recommended system hardware page**.

## Software - Supported Maya Versions

- Maya 2015 (Maya 2016 & 2017 are not currently supported)

## Software - Other Required Software

- Browser: Apple Safari, Google Chrome, or Mozilla Firefox
- **Flash Player** (updated to the latest version)
- **Acrobat Reader**
- **WinZip** or **7Zip**
- **Keyframe MP**
- **VideoPad** Home Edition
- AMP (provided in the Tools section of the AM Campus)

**NOTE:** AMP and the AM Menu are only available to students of the main Animation Program and Creature workshops. If you are taking one of the other workshops you will not need those tools.



## Connection Requirement

- Broadband Internet: 1 Mbps download and 600 kbps upload or higher recommended\*

\*Use [Speedtest.net](https://www.speedtest.net) to check your Internet speed. Be sure to choose the San Francisco server for best results.

## Student Resources

Animation Mentor offers a full library of academic resources for our student population. These resources are available through the Animation Mentor student site. All students have 24 hour access to the classroom area and under this header is the Library.

### **Additional student support programs include:**

**Peer Buddy Program** - The Peer Buddy program connects students with other upper class students and alumni in the Animation Mentor community. Students can sign up and to request an upper class person, student, or alumni to leave comments, feedback on their work, and to offer support and encouragement throughout the term. Upper class students and alumni can volunteer to be a buddy in the program, as well.

**Career Services Assistance** - A resource page provided to alumni along with career and industry-focused Q&As are available to all graduates of all qualifying programs.